



FINAL FANTASY VIII

MINI-WALKTHROUGH

Strategy content provided by **BRADYGAMES**
TAKE YOUR GAME FURTHER

The following is a brief walkthrough for the beginning of FINAL FANTASY VIII. If you don't want to know what's coming, don't read this section. However, should you choose to read on, you'll discover useful tips and strategies for getting started and for defeating the first Boss.



WARNING!

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The Classroom

At the start of the game simply follow Squall's instructor, Quistis Trepe, until she releases everyone from class. Speak with the other students, and then return to Squall's desk and access the study panel. Select the Tutorial section titled "new" and you'll automatically receive your first two Guardian Forces (GF), **Quezacott** and **Shiva**. Before you equip your two new GFs, take some time to go through the Tutorial section and learn all about the basic controls and concepts in FINAL FANTASY VIII.

REMINDER: *Most of the time, you can return here if you have a question about how the game works. You can also access the Tutorial menu heading in the Main Menu.*



After you finish the Tutorial section, you should consider looking through the rest of the choices on the study panel. If you've had your fill, shut down the study panel and exit the classroom.

After your run-in with another student, you should head down to the first floor and check out the Directory. The Directory serves as a simple guide to the entire SeeD Garden facility. As you can see, the complex is very large. You may want to explore all of the areas now, or you can head for the Front Gate and meet Quistis.

Free Cards:

On your way to the elevator, make sure you stop and talk to the person standing on the side of the walkway. This person will give you your first seven cards. It isn't much of a deck, but it's enough to let you challenge another player.



Touring the Seed Garden

The Garden is very large and full of all kinds of activity. There are 10 major areas that you'll visit quite often, as well as several minor locations that you'll only see at specific points in the story. The following information provides a brief rundown of the major locations and what you'll find at each one.

Dormitory

This is where you'll find Squall's room. At various times during the game, you'll be asked to return here. You can use Squall's bed to restore any lost Hit Points (HP), or save your game using the Save Point.



Parking Lot

Any and all vehicles used by Seed are stored here. You'll typically only come here when you need a set of wheels.

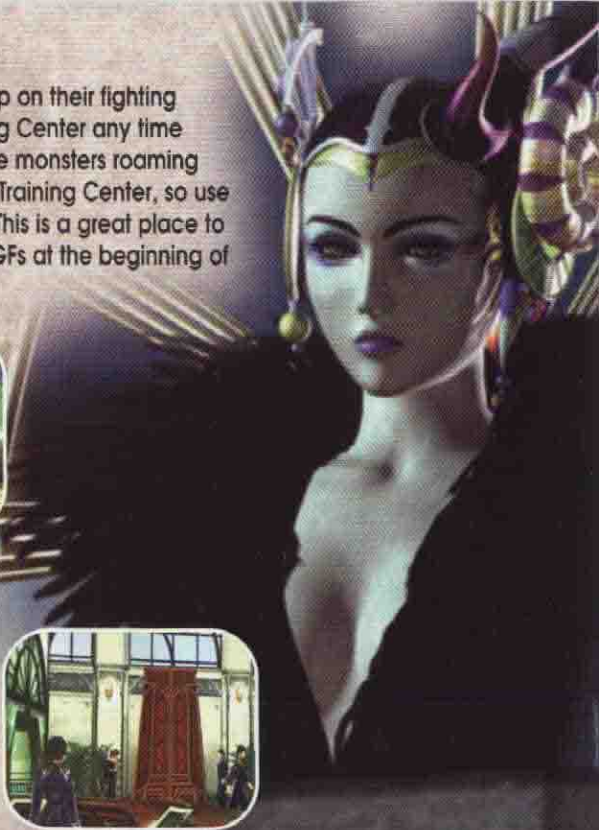
Training Center

Those wishing to brush up on their fighting skills can visit the Training Center any time during the day. There are monsters roaming around freely inside the Training Center, so use caution when entering. This is a great place to build up Squall and his GFs at the beginning of the game.



Library

Not only can you meet a lot of interesting people here, you can also pick up useful information and books. Make sure you stop in often.



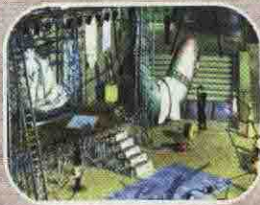
Front Gate

The great outdoors beckons at the end of this long corridor. If you're not driving to your next objective, you must exit the Garden through the Front Gate.



Infirmary

You'll remember the Infirmary from the beginning of the game. Dr. Kadowaki, the residing physician, is always here to give advice or play a game of cards.



Quad

The Quad is the home of the Garden Festival, but there's not much going on here... yet. Stop by and join the Garden Festival committee if you like.

Cafeteria

Hot dogs are a staple of the SeeD diet. The Cafeteria has hot dogs occasionally, but they always go fast. This is a great area to meet up with people. You should definitely stop by if you're looking to meet someone new.



Classroom

The classrooms are all located on the second floor, however, Squall only has access to Quistis' classroom. This is also the best place to learn more about the game by accessing the study panel at Squall's desk in the back.



Cid's Office

Headmaster Cid runs the SeeD Garden from his third floor office. You can only visit his office when he permits it, so don't bother looking for an entrance, because there isn't one.

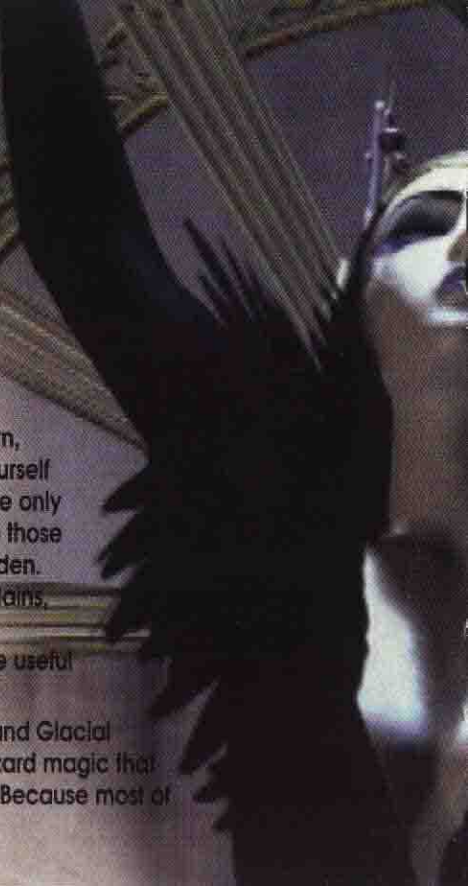


Leaving the Garden

After you've finished exploring, you should head for the Front Gate where Quistis is patiently waiting. Speak with her and she'll join you on your journey to the Fire Cavern.

***On Your Way Out:** There are two things you'll find on your way to the Front Gate. Along the stairs, you'll notice some energy emanating from the ground. This is known as a Draw Point. One of your characters can draw Cure magic from this Draw Point assuming that the chosen character has the Draw command equipped. Be on the lookout for such Draw Points throughout the game. Remember to stop back at all the Draw Points that you find during the game, as most of them tend to regenerate.*





There are also two card players in this area. There's the man working the turnstiles and a person dressed in yellow, who randomly appears just after the turnstiles. Both are fairly skilled players, so you may want to wait until you have a better deck before challenging them.

Before you head east to the Fire Cavern, explore the area a bit and prepare yourself for the challenge ahead. Right now, the only Magic spells your characters have are those drawn from Draw Points inside the Garden. By fighting the creatures living in the plains, forests, and beaches surrounding the Garden, you can acquire several more useful spells and some needed experience.

Be on the lookout for Fastitocalon-F's and Glacial Eyes. Both of these monsters carry Blizzard magic that will come in handy in the Fire Cavern. Because most of



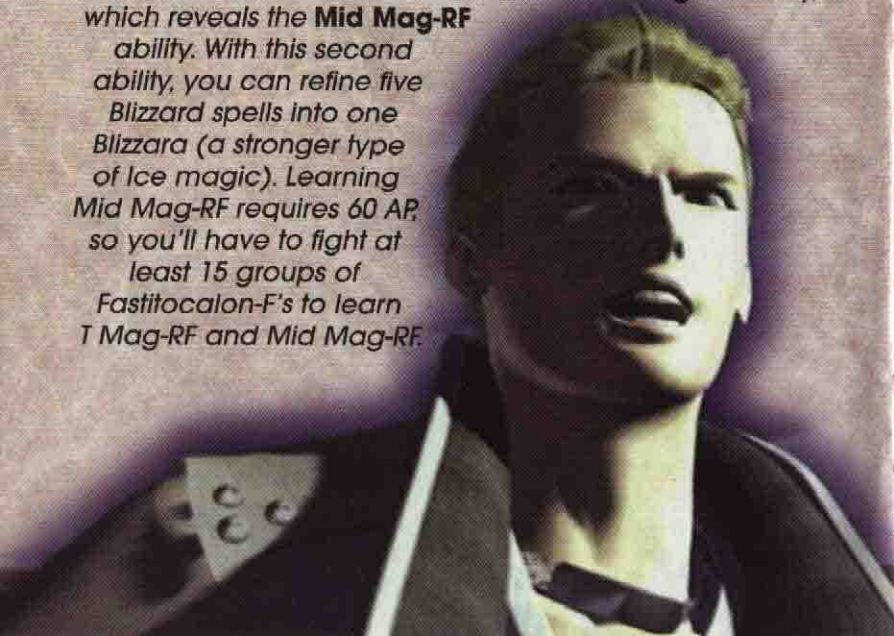
its inhabitants are fire elementals, these creatures have a weakness against ice attacks. Glacial Eyes also carry Cure magic that is used to heal injured party members. It's also useful for raising a character's vital statistics through Junctioning.

To get a real jump start, head down to the beach located to the south of the Garden. This is where you'll encounter Fastitocalon-F's. They're not the strongest monsters in the area, but each battle is worth six AP. After only a few fights, you can teach your new GFs a couple of new abilities.

Start off by teaching both Quezacotl and Shiva the **Boost** ability. This ability enables you to strengthen a GF's attack by holding

Select and tapping the Square button during the GF's animation. You may then want to work on boosting each GF's HP by teaching them the **GFHP+10%** ability.

Extra Preparation: If you REALLY want to prepare for the Fire Cavern, teach Quezacott the **T Mag-RF** ability, which reveals the **Mid Mag-RF** ability. With this second ability, you can refine five Blizzard spells into one Blizzara (a stronger type of Ice magic). Learning Mid Mag-RF requires 60 AP, so you'll have to fight at least 15 groups of Fastitocalon-F's to learn T Mag-RF and Mid Mag-RF.



*You may also want to devote some time to building Shiva's **I Mag-RF** ability. With this ability, you can turn the Fish Fins (obtained by defeating Fastitocalon-F's) into Water magic, which is also useful in the Fire Cavern. These extra preparations are time-consuming, but will help you complete your objective in the Fire Cavern more quickly.*

When you feel prepared, head due east from the Garden to find the Fire Cavern, which is set in a small hill beyond the forest.



The Fire Cavern

When you reach the Fire Cavern, Quistis will give you some quick instructions on how to Junction magic and how to use Squall's Gunblade. You can skip the Junctioning tutorial by pressing the Triangle button on your controller.

Approach the Garden Faculty members guarding the Fire Cavern's entrance, and choose a time limit for your test. Twenty or 30 minutes should be more than enough. You can try for 10 minutes if you spent some time leveling up outside, or if it's your second time playing the game. After choosing your time limit, the clock will begin ticking away.

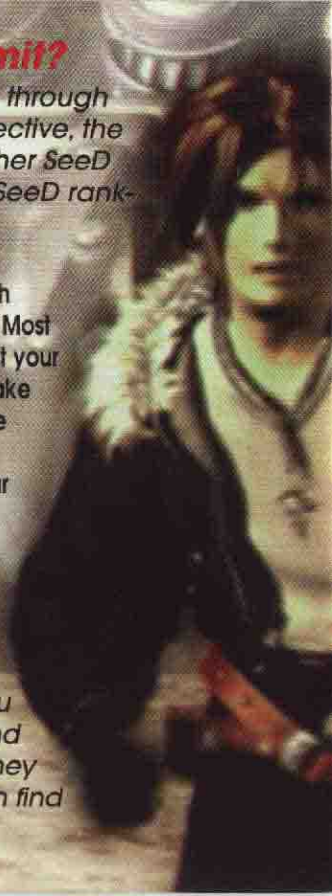


Why Choose a Time Limit?

The quicker you can make your way through the Fire Cavern to complete your objective, the better your chance of earning a higher SeeD ranking. You'll learn more about your SeeD ranking later in the game.

The Fire Cavern is full of fire-based creatures, which makes them particularly weak against Ice magic. Most of the time, you won't need to use magic to defeat your enemies; however, stronger enemies like Bombs take too long to defeat with just brute force. Don't waste time drawing magic on your way through the Fire Cavern. There will be plenty of time for that on your way back out.

Great Card! Quezacott has an ability known as **Card** that enables you to transform a weakened enemy into a playing card. Chances are you won't have the ability yet, but once you acquire it you'll want to return here and transform several Bombs into cards. They are one of the strongest cards you can find at this point in the game.



The path through the Fire Cavern is very straightforward. You'll want to stay on the main path except to draw some Fire spells from a Draw Point off to the right side of the path. When you reach the end of the path, you'll face your greatest challenge thus far.

IFRIT

Your main objective for the Fire Cavern is to defeat the Guardian Force known as Ifrit, a fire-based GF. Ifrit is tough, but it has one major weakness—Ice magic. Hopefully, you have a healthy supply of Blizzard or Blizzara spells and you've equipped the GF Shiva on either Squall or Quistis.



From the beginning of the battle, mercilessly pound on Ifrit with Blizzard or Blizzara and repeatedly summon Shiva using the GF ability. Don't worry about using your normal attacks. They won't cause much damage to Ifrit, and your goal is to defeat the

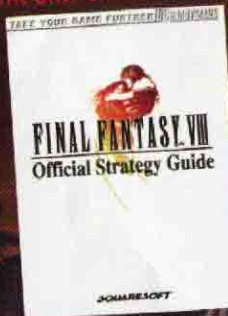


Boss as quickly as possible. Fire magic is ineffective against Ifrit; it will only restore its HP.

If Shiva is defeated during the fight, don't be afraid to summon Quezacotl. It won't inflict as much damage as Shiva, but it still causes more damage than Squall's Gunblade or Quistis' Chain Whip.

For winning the battle, you receive a **Green Return**, **Ifrit's Card**, and you gain the ability to Junction with Ifrit. Congratulations on defeating Ifrit! You're well on your way to becoming a full-fledged member of SeeD, but your quest has only just begun.

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